Shockwave - Jumpgate cheat codes

- Pause game Then ENTER CODES AT ANY Time

SKIP MISSION - B A C C A A A X
INCREASE MISSION # - C A A A A C A X
SUPER MISSILES - C A A B A X
SUPER LASERS - C A A B A C A X
SMART BOMB - A C A B A A C A A A X
INVINCIBILITY - A B A C A A B A X
REFILL WEAPONS - B A A A A B A X
DISPLAY PLAYERS NAME - B A B X
DISPLAY PROGRAMERS MESSAGE - B A C A C A X

Bonus Level complete The game wait THROUGH THE CREDITS Theres a Bonus Level To play called cakewalk

3DO

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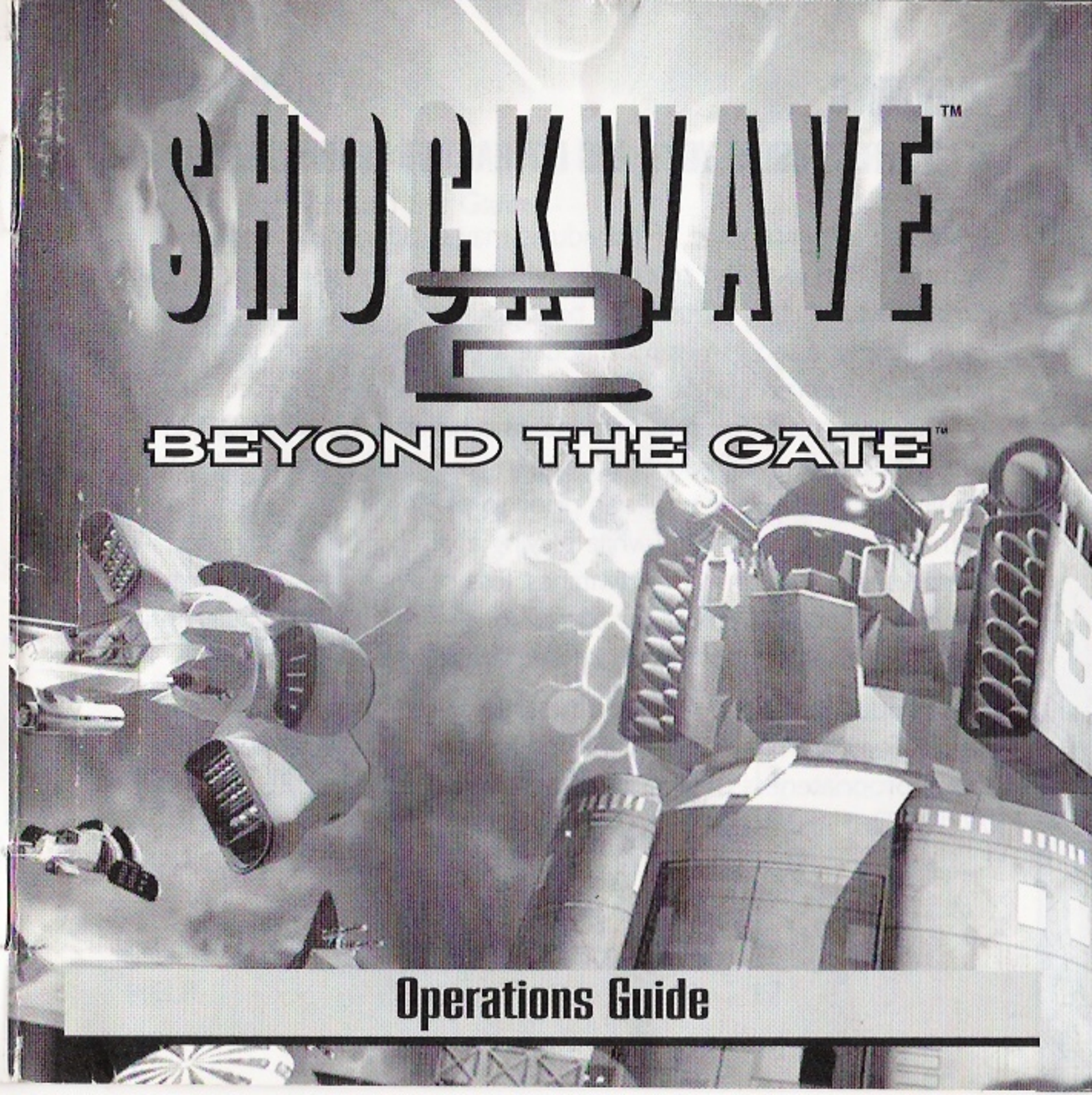
SHOCKWAVE™ 2

BEYOND THE GATE™



Operations Guide

WARNING:

READ BEFORE USING YOUR 3DO INTERACTIVE MULTIPLAYER.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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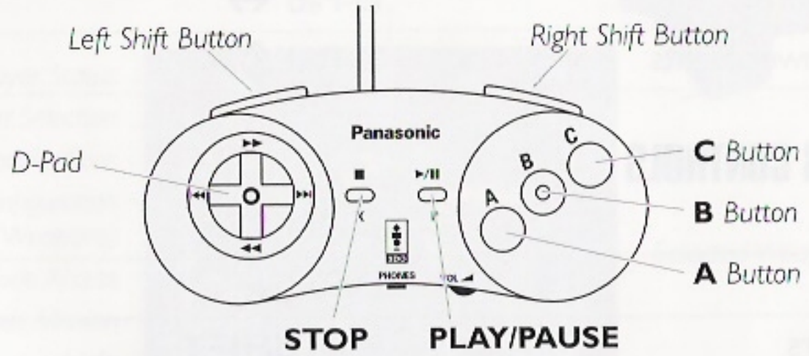
STARTING THE GAME

1. Turn ON the power switch on your 3DO Interactive Multiplayer™ system. The READY light indicates that the unit is on.
2. Make sure a Control Pad is plugged into the Control Port on the 3DO system (if not, turn the player OFF, plug in a Control Pad, and turn the player ON again).
3. Press the OPEN/CLOSE button.
4. Insert disc 01 into the disc tray (label side up) and press OPEN/CLOSE to retract the tray. The 3DO™ logo appears. (If you don't see it after a few moments, turn OFF the player and begin again at step 1.)

DISC 02

1. Once System 4 is completed, you are prompted to insert disc 02. The disc tray opens automatically.
2. Remove disc 01 and replace it in the original case.
3. Insert disc 02 into the disc tray (label side up) and press OPEN/CLOSE.

CONTROL SUMMARY



MOVING THROUGH THE GAME

Skip Video	**PLAY/PAUSE** (during video)
Highlight an Option	D-Pad ↕
Activate Selection	**A**
I.C.E. Audio (when available)	**C**
Quit/Cancel/Return to Previous Screen	**STOP**
Begin Mission	**PLAY/PAUSE**
Help	Highlight "**?**" + hold **A**
Pause Gameplay	**PLAY/PAUSE**
Exit Mission	**STOP**

TURRET CONTROLS

Rotate Turret	D-Pad ↔
Raise/Lower Sights	D-Pad ↕

FIGHTER CONTROLS

Dive	D-Pad ↑
Climb	D-Pad ↓
Thrusters	Right **SHIFT**
Barrel Roll	Left **SHIFT** + D-Pad ↔

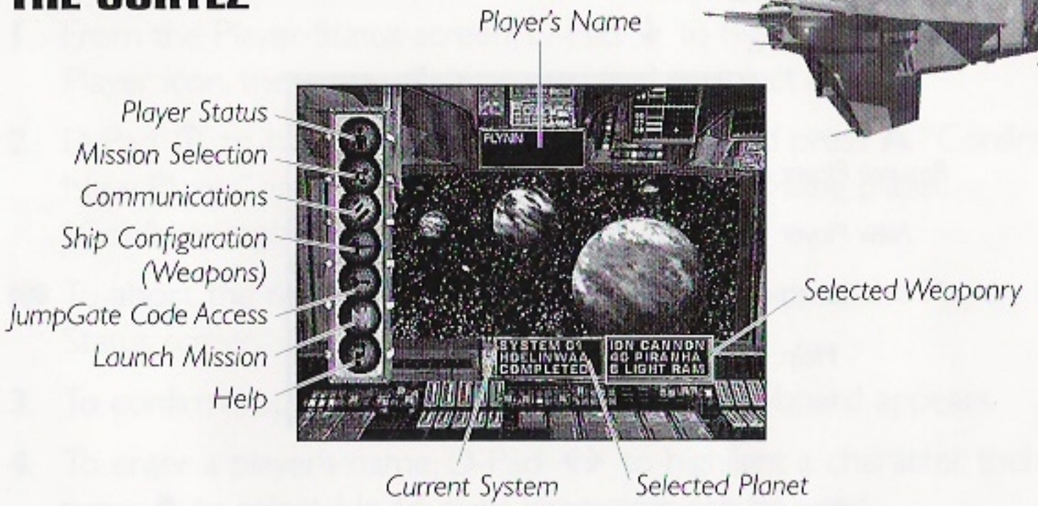
HOVERCRAFT CONTROLS

Reverse Thruster	Left **SHIFT**
Forward Thruster	Right **SHIFT**
Mobility/Target	D-Pad

FIRE CONTROL ON ALL VEHICLES

Special Weapons	**A**
Guns	**B**
Missiles	**C**

THE CORTEZ



The bridge of the *Cortez* is the nerve center of your expedition beyond the gate. From here you can view the current system, select a destination, communicate with members of your crew, configure weaponry, access a JumpGate code, or launch your chosen mission.

To select one of the seven icons:

1. D-Pad ↕ to highlight an icon.
2. To select the highlighted icon, press **A**.

NOTE: The HELP icon has been placed throughout the *Cortez*. Highlight this icon and Hold **A** for an on-screen description of each icon.

PLAYER STATUS

NEW PLAYER

If this is your first time beyond the Gate, create your own player. Your player's progress is saved automatically.

NOTE: If you are new to Shockwave combat, before deploying on your first mission, practice on a simulated battlefield accompanied by I.C.E. (Intelligent Combat Engine). (See *The Simulator* on p. 17.)

To create a new player:

1. From the Player Status screen, D-Pad ↓ to highlight the New Player icon, then press **A**. You are asked to select a slot.
2. D-Pad ↕ to highlight one of the nine slots, and press **A**. "Confirm New Player" appears. If you are replacing an existing player, "Confirm Replace Player" appears.

⏭ To abort the new player, press **STOP**. You return to the Player Status screen.

3. To confirm your slot selection, press **A**. The keyboard appears.
4. To enter a player's name, D-Pad ↔ to highlight a character, then press **A** to select. Up to eight characters can be used.
5. When satisfied, highlight ENTER and press **A**. You are returned to the bridge of the *Cortez*, and the new player's name is displayed at the top of the screen.

NOTE: You can replace an old player with a new one, but the progress of the old player is erased.

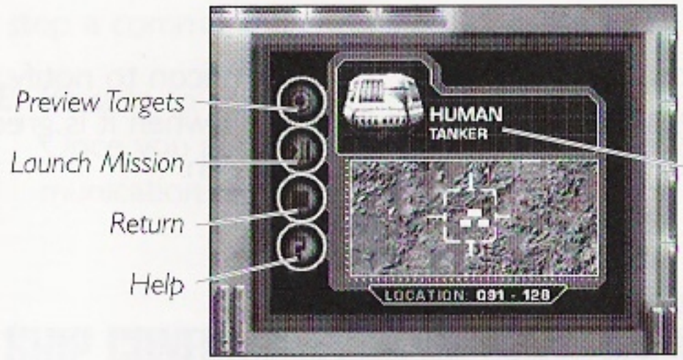
PLANET SELECTION

To select the planet for your upcoming mission:

1. From the Navigation screen, highlight the Planet Selection icon.
2. D-Pad ↔ to cycle through system planets.

- To select the highlighted planet without viewing a planet analysis, D-Pad ↓. The RETURN icon is highlighted. Press **A** to return to the bridge of the *Cortez*.
- To listen to I.C.E.'s analysis of the highlighted planet, press **C**.
- To perform an analysis of the highlighted planet and preview a map of the drop zone and surrounding area, press **A**.

MISSION BRIEFING



Once the *Cortez* travels through a JumpGate, and enters a new system, I.C.E. goes to work compiling all galactic information. Access this information from the Planet Selection screen by highlighting a planet and pressing **A**.

1. To access the drop zone map, highlight the Preview Targets icon and press **A**.
2. To cycle through targets, press **A**.
3. For I.C.E.'s audio target information, press **C**.

- To begin this mission, highlight the Begin Mission icon and press **A**.
- To return to the Navigation Screen, highlight the Return icon and press **A**.

COMMUNICATIONS

Your Communications Officer engages the Comm icon to notify you of incoming messages. Immediately select this icon when it is green and flashing, and proceed to the Communications screen.

To activate a Message:

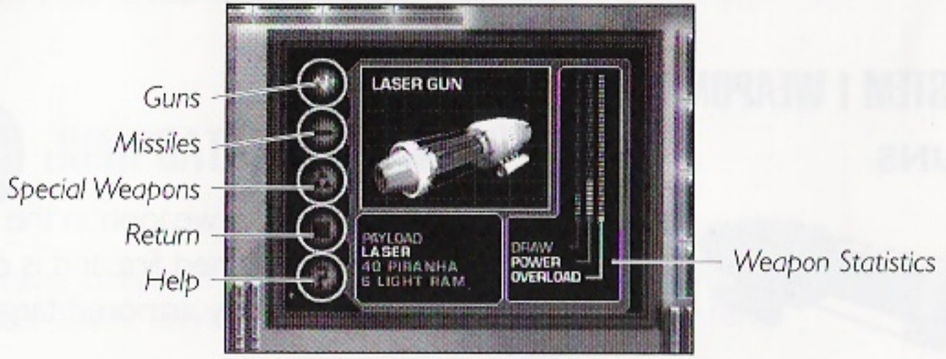
1. From the Communications screen, highlight the Comm icon. The first of the new messages is highlighted.
2. D-Pad → to highlight a new message, or D-Pad ← to reveal previously heard messages.

3. Once a message is highlighted, press **A** to activate it. The communication begins.

⏭ To stop a communication while it's playing, press **STOP**.

NOTE: Be sure to activate your messages when you receive them. Once you pass through a JumpGate, I.C.E. empties the communication database.

SHIP CONFIGURATION



The Ship Configuration is where Engineer Bill stores the available artillery. Before a mission, select the Ship Configuration icon, then arm your vehicle with the best possible weapons.

NOTE: Weapons automatically add to your Ship Configuration as you progress through each system.

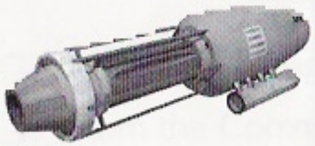
To select your weapons:

1. From the Ship Configuration screen, D-Pad ↕ to highlight the GUNS, MISSILES, or SPECIAL WEAPONS icon.
2. Once the icon is highlighted, D-Pad ↔ to cycle available weapons.
3. Press **A** to choose your weapon. The weapon name appears beneath the display window, informing you it has been loaded.

NOTE: To hear a detailed description of the available artillery: From the Weapons screen, press **C** when the weapon is displayed.

SYSTEM 1 WEAPON INVENTORY

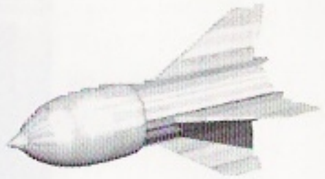
GUNS



Laser—The laser is the base weapon in the arsenal. It provides sustained fire and is quite effective against lightly armored targets.

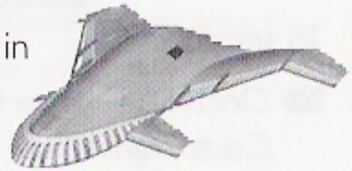
Ion Cannon—An energy weapon capable of sustained fire, the Ion Cannon is more powerful than the laser, causing nearly double the damage per shot.

MISSILES



Piranha—The smallest rocket in the arsenal, the Piranha is most effective against lightly armored targets. High speed and firing rate make this a popular choice for some pilots.

SPECIAL



Light Ram Missile—The Light Ram is identical in function to the Heavy Ram, but its higher speed makes it useful against fast moving aerial opponents. It can catch all but the swiftest craft.

JUMPGATE CODE ACCESS

To travel between planetary systems, you must have a JumpGate code. Gather these as you successfully complete each system.

NOTE: A system initializes when a player re-enters through the JumpGate. (e.g., if a player re-enters system 1 from system 5, his ship's data and configuration will return to that of system 1.)

To send a code:

- Once I.C.E. reports and programs a JumpGate code, select the Code Transmitter icon to launch it. The *Cortez* travels into the designated system.

To enter a code:

1. Highlight a system and press **A** to select. The code keyboard appears.
2. D-Pad to cycle code keys and press **A** to select. When the code is complete, highlight and select ENTER. I.C.E. transmits the code.

- If the code is correct, you are asked to press **A** to Confirm or **STOP** to Abort. Press **A** to travel through the JumpGate.
- If the code is incorrect, you are returned to the code transmitter screen.

THE SIMULATOR

Before you launch into an actual mission, you may want to take a practice run in any of the three vehicles. Select SIMULATOR from the Code Access screen.

To practice:

- From the Code Access screen highlight SIMULATOR and press **A**.
- Select one of the three vehicles in the same manner as you select a planet for an actual mission. (See *Planet Selection* on p. 10.)

LAUNCH MISSION

Once you've chosen a planet, armed your vehicle, and received all of the available information, you are ready to launch the mission.

- To launch the current mission, highlight the Play icon and press **A**. You are dispatched to the selected planet.

HELP

- To view on-screen descriptions of each icon, highlight any Help icon throughout the *Cortez* and hold **A**.
- To view control pad/joystick information: From the Bridge of the Cortez, hold **A** + **Right/Left SHIFT**.